

2. (Cancelled)

3. (Cancelled)

4. (Cancelled)

5. ~~The method of claim 4, wherein the sequence of contacts is applied to an area that is smaller than an area of the feature.~~

6. The method of claim 1, wherein the sequence includes a gesture that is interpreted as an alphabet character.

7. The method of claim 1, wherein the sequence includes a gesture that is in a circular form.

8. The method of claim 1, wherein the sequence includes a gesture that is in a polygonal form.

9. (Cancelled)

10. A method for software control, comprising:

graphically defining a feature on a portion of a touch-sensitive screen, wherein the touch-sensitive screen is coupled to at least one processor to detect and interpret contact with the screen;

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detecting a sequence of one or more contacts by a user-controlled object on the portion of the screen;

matching the sequence to a particular action in a set of actions; and

performing the particular action by presenting a set of graphics to a user on the screen;

wherein the graphics provide a plurality of user-selectable software options.

11. (Cancelled)

12. (Amended) A method for software control and communication using a user-interactive display screen feature, comprising:

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graphically displaying a feature on a portion of a touch-sensitive screen, wherein the touch-sensitive screen is coupled to at least one processor to detect and interpret contact with the screen;

detecting a sequence of one or more contacts by a user-controlled object on the portion of the screen; and

matching the sequence to a particular action in a set of actions; and

performing the particular action, wherein the particular action corresponds to transmitting data by generating a signal emanating from the radiation emitter.

13. The method of claim 12, wherein the radiation emitter is an optical radiation emitter.

14. The method of claim 12, wherein the radiation emitter is a radio frequency radiation emitter.
15. The method of claim 12, wherein the radiation emitter is an microwave radiation emitter.
16. The method of claim 14, wherein the radiation emitter is coupled to a computer network.
17. The method of claim 14, wherein the radiation emitter is coupled to a telephone network.
18. The method of claim 15, wherein the radiation emitter is coupled to a computer network.
19. The method of claim 15, wherein the radiation emitter is coupled to a telephone network.

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20. A method for software control and memory storage using a user-interactive display screen feature, comprising:
graphically displaying a feature on a portion of a touch-sensitive screen, wherein the touch-sensitive screen is coupled to at least one processor to detect and interpret contact with the screen;

detecting a sequence of one or more contacts by a user-controlled object on the portion of the screen;

matching the sequence to a particular action in a set of actions; and

performing the particular action by performing an operating system function in response to interpreting the sequence.

21. (Cancelled)

22. The method of claim 21, wherein performing an operating system function includes deleting one or more software applications from a memory of the handheld computer.

23. The method of claim 22, wherein deleting one or more software applications from a memory includes deleting the software applications from a non-volatile storage memory.

24. The method of claim 22, wherein deleting one or more software applications from a memory includes deleting the software applications from a random access memory.

25. The method of claim 22, wherein deleting one or more software applications from a memory includes deleting the software applications from a memory that is readable by a magnetic memory reader.

26. The method of claim 22, wherein deleting one or more software applications from a memory includes deleting the software applications from a memory that is readable by an optical memory reader.

27. (Cancel)

28. ~~A handheld computer comprising:~~

a display configured to graphically define a feature on a portion of the display;

a processor configured to:

interpret a first type of contact with a portion of the display providing the feature

as a first input;

match the first input to a first action;

perform the first action in response to interpreting the first input;

interpret a second type of contact with a portion of the display providing the

feature as a second input;

match the second input to a second action;

perform the second action in response to interpreting the second input, wherein

the second function is different than the first function.

29. (Cancelled)

30. The method of claim 1, wherein graphically displaying a feature includes displaying the feature as a computer-generated icon on the screen.

31. The method of claim 1, wherein graphically displaying a feature includes permanently providing the feature on the screen.
32. The method of claim 1, wherein performing the particular application includes interpreting the sequence as a selection to launch one of a plurality of applications on the handheld computer.
33. The method of claim 10, wherein graphically displaying a feature includes displaying the feature as a computer-generated icon on the screen.
34. The method of claim 10, wherein graphically displaying a feature includes permanently providing the feature on the screen.
35. The method of claim 12, wherein graphically displaying a feature includes displaying the feature as a computer-generated icon on the screen.
36. The method of claim 12, wherein graphically displaying a feature includes permanently providing the feature on the screen.
37. The method of claim 20, wherein graphically displaying a feature includes displaying the feature as a computer-generated icon on the screen.
38. (New) The method of claim 20, wherein graphically displaying a feature includes permanently providing the feature on the screen.

39. The method of claim 28, wherein graphically displaying a feature includes displaying the feature as a computer-generated icon on the screen.

40. The method of claim 28, wherein graphically displaying a feature includes permanently providing the feature on the screen.

41. The handheld computer of claim 28, wherein the first type of contact corresponds to a tap by a user-controlled object onto the display, and the second type of contact corresponds to a gesture made by the user using the user-controlled object.

42. The handheld computer of claim 28, wherein the first function is a launch of a first application.

43. The handheld computer of claim 41, wherein the processor is further configured to:
interpret a third type of contact with a portion of the display providing the feature as a
third input; and
~~perform a third function in response to interpreting the third input.~~

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